" 'THRUST' is immensely playable .... there is no excuse to miss this slice of arcade action. Overall rating 94%."
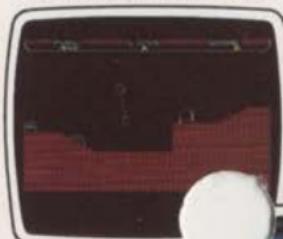Gary Liddon, ZZAP! 64 Magazine, May 1986.

Screen pictures shown may be different machine versions of game.

FIREBIRD

A brilliantly gripping arcade game requiring precision dexterity, and a cool, calculating mind. Can you beat it?

Dieses fesselnde Spiel für Spielhallen erfordert Präzision und Geschicklichkeit sowie einen kühlen, berechnenden Kopf. Können Sie es besiegen?

Un gioco di galleria brillantemente avvincente che richiede precisione, destrezza e una mente lucida e astuta. Ce la farai a vincere?

Un juego de arcada inmensamente emocionante que requiere una destreza exacta, y una mente fría y calculadora. ¿Puedes conquistarlo?

Un jeu incroyablement captivant, exigeant précision et dextérité et un esprit clair et calculateur. Vous relevez le défi?

Dit fascinerende arcade spel vereist precisie, behendigheid en een berekenend koel verstand. K_____

Et glimrende og fængslen_____der kræver præcision, behændighed og koldblodighed. Kan du _____

5 012439 000686

CBM 64/128

SILVER 199 RANGE

COMMODORE 64/128

THRUST

THRUST

FIREBIRD

THRUST

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Cover illustration by H.W.V.
MUSIC BY ROB HUBBARD © 1986 ROB HUBBARD

THE GAME

The resistance is about to launch a major offensive against the Intergalactic Empire. In preparation for this, they have captured several battle – grade starships, but they lack the essential power sources for these formidable craft; Klystron Pods.

You have been commissioned by the resistance to steal these pods from the Empires' storage planets. Each planet is defended by a battery of "Limpet" guns, powered by a nuclear power plant. By firing shots at the power plant, the guns can be temporarily disabled; the more shots fired at the nuclear reactor, the longer the guns will take to recharge. BUT BEWARE!! If you fire too many shots at the reactor, it will become critical, giving you just ten seconds to clear the planet before it is destroyed. If you have not already retrieved the pod stored at that planet, then you will have failed the mission. If you have retrieved the pod, and you manage to send the reactor into its critical phase, and leave the planet safely, you will receive a hefty bonus.

Further into the Empires' system, you will encounter planets with REVERSE GRAVITY and something even more deadly. . . .

LOADING

1. COMMODORE 64 OWNERS: After connecting your tape unit to your Commodore 64 according to the user manual, place the rewound cassette into the tape unit. Press SHIFT and RUN/STOP simultaneously on your Commodore, and press PLAY on the tape unit.
2. COMMODORE 128 OWNERS: Switch off your Commodore 128, and switch it back on again whilst holding down the COMMODORE KEY. Now follow the instructions for Commodore 64 owners given above.

PLAYING THE GAME

You can control your ship with the keyboard, using the following keys:

A = ROTATE SHIP ANTICLOCKWISE   RETURN = FIRE
S = ROTATE SHIP CLOCKWISE   SHIFT = THRUST
SPACE BAR = ACTIVATE TRACTOR BEAMS/EXTERNAL SHEILDS
F1 = SOUND OFF   F3 = SOUND ON   F5 = PAUSE GAME   F7 = CONTINUE
AFTER PAUSE   RUN/STOP = ABORT GAME

To collect a Klystron Pod, hover just above the pod, activate the tractor beam, and thrust away from the pod. When the automatic tow – bar has fixed to the pod, you can deactivate the tractor beam.

To collect fuel, hover above a fuel cell, and activate the tractor beam.

SCORING

DESTROYING A LIMPET GUN	750 POINTS
DESTROYING A FUEL CELL	150 POINTS
PICKING UP A FUEL CELL	300 POINTS
BONUS FOR MISSION COMPLETION	VARIES ACCORDINGLY
BONUS FOR DESTROYING PLANET	MISSION BONUS + 2000 POINTS
MISSION FAILURE	NO BONUS!!

A spare ship is allocated for every 10,000 points.
The game will end if (a) You die and have no spare ships
               (b) You run out of fuel.